*The Giver* Final Project options

Select one of the following options. Projects are due on **February 26, 2013**.

Create a model of the village of Sameness. This must be colorful, 3 dimensional, and include key places in the village: Jonas's family dwelling, the Auditorium for the Ceremonies, the river, the Annex, and any other places that you believe are important (ie. House of Old, Nurturing Center).

Create an advertisement to visit Sameness. This must mimic a real magazine or newspaper ad. It must include at least one colored picture (hand-drawn), pricing, and a travel company name. In your ad, write two paragraphs. Handwriting is acceptable IF it is NEAT! Explain why Sameness would be a great place to visit.

Create a new book cover for The Giver. This must include the title, author, and a hand-drawn picture that hints to some secret in the story. Part #1: The back cover must give a general summary (that doesn't give anything away) about the book. Part #2: Create three positive book reviews that would entice people to buy the novel.

Create a timeline of important events in The Giver. Include important people, places, and the impact of each event. Select one important theme from the novel (friendship, choices, feelings, etc) and explain how that theme is present through three of the events on your timeline.